

The Rise of the Crawling Jungle

A vibrant, cartoon-style illustration of a tropical forest scene. In the foreground, there are several large, green, spiky-leafed plants, possibly bromeliads, with small purple and yellow flowers. Behind them, a dense cluster of palm trees with long, slender trunks and large, feathery fronds rises up. The background is filled with more lush green foliage and trees, creating a sense of depth and a dense jungle atmosphere. The overall style is bright and colorful, typical of children's educational materials.

It has been about a century since the jungle's last appearance . . . so the time is nigh for the return of the Crawling Jungle!

d% Day d% Night Encounter

--	01	Abyssal Ant Swarm [2]
01	02-03	Azuvidexus, the Ravenous Maw [6]
--	04-07	Black Pudding
--	08-12	Bonespear [2]
02-03	--	Chuul
04-09	13-15	Cultists of the Ravenous Maw [5], Hunting Party
10-12	16-17	Cultists of the Ravenous Maw [5], Warband
13-20	18-21	Cultists of the Ravenous Maw [5], Patrol
21-28	22	Cultists of the Ravenous Maw [5], Slave Caravan
--	23	Demon, Alkilith [2]
--	24-25	Demon, Bebilith
--	26-29	Demon, Chasme [4]
--	30	Demon, Hezrou
--	31-32	Demon, Succubus
--	33-34	Devil, Erinyes
--	35	Devil, Ghargatula [4]
29-32	36-38	Devil, Osyluth
33-36	39-41	Dinosaur, Fiendish Allosaurus [1]
37-39	42-44	Dinosaur, Fiendish Ankylosaurus [1]
40-46	45-50	Dinosaur, Fiendish Deinonychus
47-50	51-53	Dinosaur, Fiendish Megaraptor
51-52	54	Dinosaur, Fiendish Seismosaurus [1]
53-54	55	Dinosaur, Fiendish Spinosaurus [1]
55-58	56-57	Dinosaur, Fiendish Triceratops
59-61	58-59	Dinosaur, Fiendish Tyrannosaurus
62	60	Flesh Jelly [1]
63-64	--	Greenvise [1]
65	61-63	Monstrous Centipede, Fiendish Colossal
66-68	64-69	Monstrous Centipede, Fiendish Gargantuan
69	70-72	Monstrous Spider, Fiendish Colossal
70-72	73-77	Monstrous Spider, Fiendish Gargantuan
73-77	78-84	Monstrous Spider, Fiendish Huge
78-80	85-86	Ochre Jelly
81-83	--	Plague Ant Swarm [2]
84-86	--	Praying Mantis, Giant Fiendish
87-88	--	Red Sundew [1]
89-90	--	Shambling Mound
91-92	87-90	Slasrath [2]
93-94	--	Spider Eater, Fiendish
95-96	--	Stag Beetle, Giant Fiendish
97-98	--	Tendriculos
99-100	--	Viper Swarm [2]
--	91-96	Will-o'-wisp
--	97-99	Yugoloth, Canoloth [3]
--	100	Yugoloth, Mezzoloth [3]

[1] = *Monster Manual II*

[2] = *Fiend Folio*

[3] = *Manual of the Planes*

[4] = *Book of Vile Darkness*

[5] = This monster is detailed in Part 3 of The Crawling Jungle

[6] = This monster is detailed in Part 4 of The Crawling Jungle

Introducing the Crawling Jungle to Your Campaign

- The N'gharl Seed manifests somewhere near or in the home region of the player characters. Perhaps they are hired to investigate this sudden appearance of a 20-mile-wide jungle, or maybe the jungle has manifested over their hometown or base of operations while they were off on some

adventure.

- While researching something else entirely, a PC might stumble across a reference to the Crawling Jungle. This reference might hint at a buried treasure in the jungle, perhaps a lost city made of gold, or something similarly enticing but ultimately misleading. Of course, when the PCs travel to the supposed location of the Crawling Jungle, they find nothing of the sort. Unfortunately, their curiosity on the subject raises the ire and suspicion of the local elven population, who still bears the terror of the jungle's last manifestation in their memories. The elves become violent and may even attack characters who they mistake for cultists seeking their ancient master.
- An insane wizard needs a fabulously rare spell component -- the tooth of a half-fiend tyrannosaurus -- to complete a ritual. To harvest this tooth, the wizard intends to manually awaken the N'gharl Seed and force it to manifest at a convenient nearby location; the PCs learn of his plot and must stop him before he manifests the Crawling Jungle in the heart of the busiest city on the coastline.

Bringing the Parts Together

Although random encounters usually happen by chance, some DMs may wish to tie these four parts together into something that could lead to further adventures. Part 4 of this series introduces some ways to tie all of these together, though you'll see some shorter methods in parts 2 and 3!

Coming in Part 2 of the Crawling Jungle

Find out about the various hazards and diseases that await explorers of the Crawling Jungle.

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